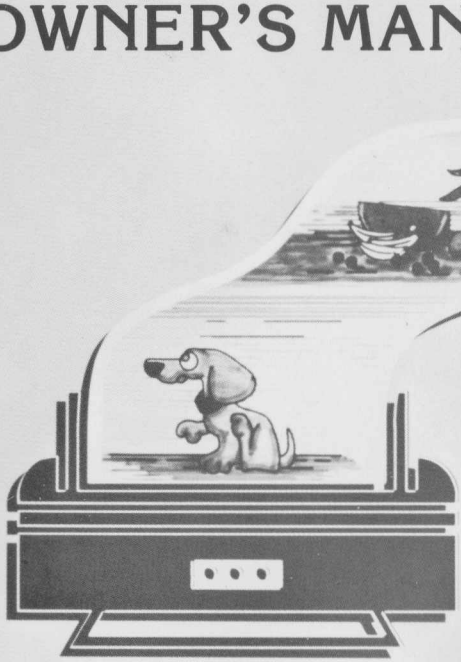
Printer Utility™

OWNER'S MANUAL



- *Reproduce Screen Graphics On Most Common Printers*
- *Color Or Black & White Shaded Reproduction*
- *Print Size Can Be Varied From Wallet Size To Maximum Size Allowed By Printer*

SUPER SKETCH SOFTWARE™

PERSONAL PERIPHERALS, INC.

INTRODUCTION

The Super Sketch Printer Utility allows you to print your Super Sketch pictures on popular dot matrix printers. Color printers like the Transtar 315 and the Okidata Okimate 10 will print your pictures in color. Even black/white printers give very realistic prints because each color is given a print pattern (or texture). A texture editor is provided so you can create textures which bring out the best in your drawings. You control the portion of your picture to print and the size to print it, from very small to full page prints!

Printers currently supported by Super Sketch Printer Utility are:

Commodore 1525
Commodore MPS801
Commodore 1526
Epson printers w/Graphtrax
(both 60 and 120 dots/inch modes)
Star Gemini, Delta, and Radix
(60, 120 and 240 dots/inch modes)
Okimate 10 (color and b&w)
Transtar 315 (color and b&w)
Olivetti PR-2300
Mannesmann Tally Spirit 80
Microline 82A (with okigraph)
Microline 92
Commodore 8300P
Brother HR-15/HR-25
Star Power Type
Diablo 630

GETTING STARTED

The Super Sketch Printer Utility comes set up for the Commodore MPS801 (same as Commodore 1525) printer. If you are using one of these, you may skip the printer setup section.

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PRINTER SETUP

To customize the program for your particular printer, type:

LOAD "CHANGE PRINTER",8 (return)

After the program has loaded, type run and hit return. You must have the program diskette in the drive WITHOUT a write-protect over the notch in the upper right corner.

There will be a menu of printers on the screen. Choose your printer. If your printer is compatible with another type, be sure it's GRAPHICS FORMAT is compatible. The most common formats are Epson's Graphtrax and Okidata's Okigraph.

Next you need the correct Secondary Address. On Commodore printers, it is zero. If you use a special interface, this number is used to tell it how to talk to the printer. You need the mode for TRANSPARENCY. For Cardco interfaces, try a 4. Use 6 for the Tymac Connection. For others, see your manual.

The customized program will now be written to the diskette. This may take about 3 minutes.

LOADING THE PROGRAM

Connect your printer and turn it on before loading the program. To start the program, type:

LOAD ":*",8,1 (return)

The program will run by itself. After it has loaded, you will see the program's main menu screen showing the following options:

1) Load Picture
2) Edit Textures
3) Print Picture
4) View Picture
5) Exit Program

You may return to the main menu at any time by striking the run-stop/restore key sequence. This will not harm the picture currently in memory.

THE OPTIONS

LOAD PICTURE

This will load SUPER SKETCH files only. If you wish to print some other file type, see the section on FILE TRANSLATION.

When you select Load Picture you will be prompted with 'INSERT PICTURES DISK AND HIT A KEY'. Place your diskette with SUPER SKETCH pictures in the drive, hit any key, and the Printer Utility will present a list by Number and Name of the picture files on the diskette. To Load the Picture, enter the number which is to the left of the picture name and press return. The program will load the picture, display it for approximately 8 seconds, and return you to the main menu. Your picture is now in memory and is ready to be printed.

EDIT TEXTURES

The Texture Editor allows design of the patterns printed for each color. Understanding how it works can help you make your pictures look very realistic on a dot matrix printer. Select option number 2 from the menu screen to enter the Texture Editor.

The Editor will display a enlarged view of the Texture you are editing at the top left, the key controls at the top right, and each of the 16 possible colors and their current textures below. The color of the screen border indicates the currently active color for editing. On the screen, this color is also indicated by a ">" next to it. Each Texture is defined in a 12x12 matrix. The enlarged view is 12x4, but you can only edit the top two rows. Changes you make in the top rows are automatically represented in the bottom two. The textures on the next page are displayed as 24x8 dots as they would be printed.

It is VERY IMPORTANT that your patterns repeat evenly on the 12th position. If they do not, they will likely produce rather strange patterns. Look at the two example rows below:

1) ##-##-##-##-

2) ###--###--##

Now look at how these patterns will look in a repetitive pattern.

1) ##-##-##-##-##-##-##-##-

2) ###--###--#####--###--##

Pattern one repeats properly. Notice how pattern two has a large block in the center which makes the pattern uneven. As you design a pattern be sure to check its appearance in the lower screen. Note: pressing "r" will restore the current color to the default-pattern. The pattern visible will become active when you step to the next color (by entering a return).

USING THE EDITOR

To Edit a Texture, use the cursor control keys to move up, down, left and right in the enlarged edit block. To change a dot, press the space bar. Notice that both the enlarged edit block and the compressed block in the lower part of the screen change. 'C' will set all dots to white and 'f' sets them to black. 'I' will inverse the dots. 'N' will perform an inverse on ALL the colors. (This can be used to easily print a "negative" picture.) 'R' will reset the color to where it was when you moved to it. The return key will move you to the next color. The run/stop key will end the edit session and return to the main menu.

To Load a set of textures you have already created, put the diskette in the drive and press 'L'. The program will show a list of textures, like it does the pictures. Enter the number you wish and hit return. The program will load the texture set, and go to the main menu.

Hit the 'S' key to Save the texture set currently in memory. You will need to enter a unique filename no larger than 14 characters and then hit return. If you do not use this after editing you loose the textures you have created when you turn off the system.

PRINT PICTURE

To print the picture in memory, press 3 from the main menu. The program will ask for the number of horizontal and vertical replications. Each screen pixel will be printed out this number of times. If you enter three and two then each pixel will be three dot columns wide by two rows deep. A full picture will be 480x400 dots (160*3x200*2). DO NOT enter a horizontal replication which gives more printed dots than your printer's width. Printers are rated in Dots Per Inch, see the table below:

Printer	DPI	Max Horiz. Repl. (for a full screen)
Commodore 1525	60	3
Commodore MPS801	60	3
Commodore 1526	72	4
Epson Density 1	60	3
Epson Density 2	120	6
Gemini Density 1	60	3
Gemini Density 2	120	6
Gemini Density 3	240	12
Okimate 10	60	3
Olivetti PR2300	72	4
Transtar 315	72	4
Spirit 80 Density 1	85	4
Spirit 80 Density 2	170	8
Commodore 8300P	35	N/A
Brother HR-15/HR-25	35	N/A
Star Power Type	35	N/A
Diablo 630	35	N/A

After you enter these values, the computer will display and begin printing the picture. You can stop the printing by holding the run/stop key. NOTE: Okimate 10 and Transtar 315 also give choice of b/w or color before print.

VIEW PICTURE

If you press 4 from the main menu the program will display the current picture for approximately 8 seconds, then return you the main menu. Shift or shift locked will hold display until released. The F1 and F3 keys will alter the background and border colors respectively.

EXIT PROGRAM

When you have completed printing pictures, hit 5 from the main menu. You will be asked to press the Y key to be sure you want to exit to basic. This option will clear the machine so you are ready to begin another program.

OTHER FEATURES

SCREEN WINDOWING WITH THE PAD

If you own the Super Sketch Graphics Tablet you can take advantage of an extra feature in the program. After loading the picture, while in the main menu, plug the tablet in control port 1 and hit the select button. You can now define a PORTION of the picture to be printed, and you will still be able to expand it with the vertical and horizontal replications!

Each time you load a picture, the screen size is set back to full screen. This means you will not be able to see the four corners of the "window". You move the lower right corner of the window by holding SELECT and positioning the stylus. The upper left corner is controlled by pressing LIFT and moving the stylus. When you have your box defined, press MENU to return to the main menu.

EASY FILE CHANGE

If you have the Super Sketch Graphics Tablet and would like to print a Koala picture, simply load the Koala file with the GRAPHICS MASTER software, and save it with a new name. This is a Super Sketch File and the Printer Utility will accept it.

FILE TRANSLATION

The Super Sketch Printer Utility will only load Super Sketch Standard Files. To allow more flexibility, there is a program called FILE TRANSLATOR on the diskette. You can use this program to convert a picture generated by Screen Graphics 64, Ultrabasic by Abacus, Graphics Basic by HES, Paint Magic by Datamost, or Koala files into a Super Sketch Standard File. This will also allow editing the picture with the powerful GRAPHICS MASTER software of the Super Sketch tablet, and of course printing it with the Printer Utility.

To convert a file type:

LOAD "FILE TRANSLATOR",8 (return)

When the program has loaded, type run, and hit return. If you have only a single disk drive, hit return on both questions of the drive options. Choose the filetype you have from the menu, and then enter the name of the file to read. If the file name is preceded by a funny character, you do not need to enter it. Choose a different name for the new file to create and hit return. The translator will do the rest.

PROGRAMMERS NOTES

This section contains technical information written for programmers who wish to use the Printer Utility.

FILE STRUCTURE

A Super Sketch Standard File is designed in the following way:

FILE NAME : The filename is 15 characters long. The first character is chr$(129) followed by the name. Any unused characters must be filled with spaces.

FILE TYPE : = program
Load address : = $1000
8000 bytes = bitmap data
1000 bytes = color bytes (screen ram)
1000 bytes = color nybles (color ram)
1 byte = high nyble is border color
low nyble is background color

One way to write a picture file from basic:

```
100 rem open file - name length = 15
110 open2,8,2,chr$(129)+"name          ,p,w"
120 rem set load adress at $1000
130 print#2,chr$(0)chr$(16);
140 rem send bitmap data bm=start of bitmap
150 for i = bm to bm+7999
160 print#2,chr$(peek(i));:next
170 rem send data cb=start of color bytes
180 for i = cb to cb+999
190 print#2,chr$(peek(i));:next
200 rem send data cn=start of color nybles(55296)
210 for i = cn to cn+999
220 print#2,chr$(peek(i));:next
230 rem store border/background byte
240 i=(240and(16*peek(53280))+(15and peek(53281))
250 print#2,i;:close 2
```

CONCLUSION

We at Personal Peripherals hope you enjoy your Printer Utility. If you have any suggestions or comments about the program, please write or call to let us hear them. Should your disk fail for any reason, send your original disk and $7.50 (which includes postage and handling) to the address below. We will send you a new one.

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